T1 digital system	T1 concept	T1 content
T1 context	T1 real-world example	T1 change
T1 expression	T1 identity	T1 power

T1 The digital systems studied, such as data, algorithms, media and AI.	T1 One of the course's key ideas, such as identity, power or space, used to frame analysis.	T1 Technology that processes data in digital form, such as computers, networks and AI.
T1 How digital systems transform people, communities and societies.	T1 A documented case of digital technology being used by people in an actual setting.	T1 The surrounding circumstances, information or language that help determine meaning and interpretation.
T1 The ability to influence others, for example through control of platforms or data.	T1 Who people are and how they present themselves, online and offline.	T1 How people communicate and create through digital media.

T1 space	T1 system	T1 values and ethics
T1 data	T1 information	T1 collection
T1 processing	T1 storage	T1 privacy

T1 Beliefs about right and wrong that shape how digital systems should be used.	T1 The object or collection of objects chosen for analysis, separated conceptually from its surroundings.	T1 Physical and virtual places where people interact.
T1 Gathering data from people, sensors or systems.	T1 Data or communicated content that conveys meaning or reduces uncertainty.	T1 Recorded facts, observations or values used for analysis or processing.
T1 The ability to control access to personal information and aspects of one's private life.	T1 Keeping information so it can be retrieved or used later.	T1 Turning raw data into useful information.

T1 algorithm	T2 computer	T2 networks and the internet
T2 media	T2 artificial intelligence	T2 robots and autonomous technologies
T2 source	T2 software	T2 hardware

T2 Connected systems that allow devices to exchange data, including the global network of networks.	T2 A machine that takes input, processes data and produces output.	T1 A finite sequence of precise steps for solving a problem or carrying out a task.
T2 Machines or systems that sense their surroundings and carry out tasks with varying levels of human control.	T2 Computer methods designed to perform tasks involving abilities such as learning, reasoning, perception or language processing.	T2 Channels such as text, images, video and sound that carry information.
T2 The physical parts of a computer system.	T2 Programs that tell a computer what to do.	T2 An origin of information or evidence used in an inquiry.

T2 internet	T2 data centre	T2 engagement
T2 misinformation	T2 disinformation	T2 machine learning
T2 narrow AI	T2 generative AI	T2 general AI

T2 The main cause, and it can be changed.	T2 A building of servers storing and processing large amounts of data.	T2 A network of networks.
T2 Methods that use data to fit models for making predictions or identifying patterns.	T2 False information spread on purpose to deceive.	T2 False information spread without the intention to deceive.
T2 Hypothetical AI able to perform any intellectual task a human can.	T2 Artificial-intelligence systems that produce content such as text, images or audio from learned patterns and supplied inputs.	T2 AI built for one specific task, such as recognising faces.

T2 robot	T2 autonomous	T2 claim
T2 perspective	T2 origin and purpose	T3 inquiry project
T3 impacts and implications	T3 inquiry process document	T3 multimedia presentation

T2 A statement presented as true that can be supported or challenged.	T2 Able to operate without human control.	T2 A machine that senses, decides and acts in the physical world.
T3 An investigation that uses evidence to answer a focused question about digital society.	T2 Who made a source, when, and why, used to judge its value.	T2 A particular viewpoint from which an issue or experience is understood.
T3 A communication that combines forms such as spoken explanation, text, images, video or sound.	T3 The internal assessment record of how a student's inquiry developed.	T3 The effects of a digital development and what those effects mean for people and society.

T3 reference	T3 primary source	T3 secondary source
T3 impact	T3 implication	T3 diversity of sources
T3 consent	T4 HL extension	T4 challenge

T3 A source that analyses, interprets or summarises information obtained from original or primary sources.	T3 Original evidence or a direct record of an event, observation or investigation rather than a later account of it.	T3 A record of a source used.
T3 Using sources of different types and viewpoints.	T3 A possible wider or future consequence.	T3 A direct effect of a digital system on people or society.
T4 A difficult task or situation that calls for effort, skill or adaptation.	T4 The extra Higher Level unit on challenges and interventions.	T3 Permission given freely after being informed, as for collecting personal data.

T4 intervention	T4 pre-released brief	T4 well-being
T4 governance	T4 human rights	T4 General Data Protection Regulation
T4 Personal Information Protection Law	T4 sustainable development	T4 e-waste

T4 Physical and mental health and life satisfaction.	T4 The case material for the HL Paper 3, released before the exam.	T4 An action taken to address a digital challenge, such as a law or design change.
T4 The EU law of 2018 governing how personal data is collected and used.	T4 Rights all people hold, such as privacy and free expression.	T4 The rules and people that direct and control a company, such as its board and its reporting duties.
T4 Discarded electronic devices.	T4 Development that meets present needs while preserving future generations' ability to meet their own needs.	T4 China's 2021 law on how personal information may be handled.

T4 digital divide	T4 effectiveness	T4 equity
T4 acceptability		

T4 Fairness in the distribution of resources, opportunities or outcomes, taking relevant differences in circumstances into account.	T4 How well an intervention achieves its aim.	T4 The gap between people with and without access to digital technology and skills.
		T4 The extent to which people consider a digital technology or its use appropriate.